



# TOURNAMENT RULES

Revised January 4, 2024

**“The tournament has the right to reschedule already scheduled games due to weather or any other unforeseen circumstances”.**

**Canadian Hockey Association (C.H.A.) Rules for Minor Hockey** will govern the conduct and play of all Tournament games. Tournament by-law rules shall be in addition to the Canadian Hockey Association Rules.

1. **All teams require a written travel permit.** The travel permit must be presented at the Tournament Office prior to the team playing its first Tournament game.
2. Each coach and / or manager shall be held responsible for the conduct of his / her team while in the arena, dressing rooms and on the ice.
3. For all Tournament games, the coach / manager shall have his / her team in the arena a minimum of forty-five (45) minutes prior to the scheduled game time. If the tournament is running ahead of schedule, the starting time of any game may be advanced a maximum of thirty (30) minutes at the discretion of the Tournament Committee.
4. Each team is required to vacate the dressing room within 20 minutes after their game has ended.
5. All teams must dress a minimum of ten (10) players, including 1 goaltender, for each Tournament game unless permission to do otherwise has been granted by the Tournament Committee.
6. Failure to ice a team OR failure to show up for any scheduled game will result in a default by the score of 5 – 0. Coaches / managers are encouraged to confirm all game times / locations as posted in the Registration Office. This includes all Crossover and Championship games.
7. Any coach or manager who, in the opinion of the Tournament Committee, displays poor sportsmanship or is a bad example, shall be suspended from the Tournament. Any team which, in the opinion of the Tournament Committee, deliberately affects the outcome of a game in an effort to exploit the tie breaking formula, will be expelled from the Tournament and the opposing team will be awarded the game by a score of 5 – 0.
8. **NO PROTESTS** will be entertained by the Tournament Committee.
9. Proof of age for any player participating in the Tournament must be available upon request for review and verification by the Tournament Committee.
10. **One (1) Time Out PER Game** is permitted.
11. All players and bench officials are to shake hands following the game.
12. All teams are guaranteed a minimum of three (3) games.
  - a. Teams are assigned to Levels (U15B,U15A, U15AA, U18A, U18AA)
  - b. Depending on the number of teams in a level, teams are then assigned to divisions of either four or six teams within their level.
  - c. A six team division is split into two Groups of three.
  - d. In a single four team level the top 2 teams will continue play after the round robin.
  - e. In levels with combinations of four team conferences (8, 12, 16) the top two teams from each division continue play after the round robin.
  - f. In levels of a single six team division the top two teams from each group will continue play after the round robin.
  - g. In levels with combinations of four and six team conferences (10, 14) the top two teams from the four team division(s) and the top two teams from the two groups within the six team division continue play after the round robin.



# TOURNAMENT RULES

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13. During the round robin portion of the Tournament, each team will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
14. There will be a three (3) minute warm-up for each Tournament game, as posted on the game clock, immediately following the closure of the Zamboni doors.
15. All round robin games will consist of three (3) stopped time periods.
  - 15.1. U15B Division will consist of Ten (1) Minute Periods
  - 15.2. U15A, U15AA, U18A, U18AA will consist of Fifteen (15) Minute Periods
16. All crossover / semi-final games and Championship games will consist of three (3) ten stopped time periods.
  - 16.1. U15B Division will consist of Ten (1) Minute Periods
  - 16.2. U15A, U15AA, U18A, U18AA will consist of Fifteen (15) Minute Periods
17. If, for any reason, the Tournament is running behind schedule, Tournament Officials reserve the option to implement "straight time" at any time during any game, including crossover and championship games.
18. If a five-goal differential is reached at any time during the third period of any game, including crossover and championship games, "straight time" will be implemented for the remainder of the game. Straight time will remain in effect even if the team trailing by five goals scores to reduce the goal differential. The clock can be stopped by the referee (at his / her discretion) due to injury, intentional delay of game, etc.. Minor penalties during "straight time" will be posted as 3 minutes and will start at the drop of the puck.
19. There will be **no body checking** permitted in U15B
20. Slapshots are permitted at all levels and divisions of the Tournament.
21. The Nova Scotia Minor Hockey Council "Code of Discipline" will be enforced at the Tournament. All suspensions will be reported to the Nova Scotia Minor Hockey Council Suspension Coordinator within twenty four (24) hours of the infraction by the Tournament Chair or his / her designate.
  - a. **COACHES** are responsible to verify length and severity of all suspensions with their Regional Director.
  - b. **COACHES** are responsible to ensure that any suspended player or team official does not participate in the Tournament during the period of his / her suspension.
  - c. If a player or team official does participate in any Tournament game while under suspension, their team will forfeit the game by a score of 5 – 0 and the violating team will be suspended from the Tournament.

## Four (4) Team Division

1. In a four (4) team division, the teams will be in One (1) Division
2. Teams will play round robin game against each of the three (3) other teams
3. The top two (2) teams will advance to the final game.

## Five (5) Team Division

1. In a Five (5) team division, the teams will be in One (1) Division
2. Teams will play round robin game against each of the four (4) other teams



# TOURNAMENT RULES

Revised January 4, 2024

3. The top two (2) teams will advance to the final game.

## Six (6) Team Divisions

1. In a six (6) team division, the teams will be divided into two (2) groups of three (3).
2. Teams from one group will play those in the other group.
3. The top two (2) teams from each group will advance to the crossover games.
4. If two (2) teams in a group fail to accumulate a point, the third place team in the opposite group is awarded second place in the pointless group, while first place in the pointless group is awarded to the team that accumulated the point(s).
5. If all three (3) teams in a group fail to accumulate a point, the third place team in the opposing group is awarded first place in the pointless group. Second place in the pointless group is determined using the tie breaking formulas. (In this instance a team will advance with no points; 6 team level only).
6. If the six team division is part of a ten or fourteen team Level and one Group is pointless then first place in the pointless group is awarded to the third place team in the opposite group. Second place in the pointless Group is awarded to the third place team, with the most points, in the other four team division(s). The tie breaking formulae will be applied to resolve any ties.

## Tie Breaking

Tie-breaking formulas, if necessary, to determine participants and placement in crossover or semi-final games immediately following the round robin portion of the Tournament shall be as follows:

### Two Teams Tied

1. If two teams are tied in points, the winner of the game between them is awarded the higher standing.
2. If two teams are tied in points and the game between the two ended in a tie, or the two teams have not played each other during the round robin portion of the Tournament, the higher standing will be determined based on the ratio of goals for to goals against, (goals for divided by goals against), calculated to three (3) decimal places. The higher standing will be awarded to the team with the higher ratio.
3. If the two teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). The higher standing will be awarded to the team with the higher differential.
4. If the two teams are still tied, the higher standing will be awarded to the team scoring the most goals in the round robin portion of the Tournament.
5. If the two teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the Tournament.
6. If the two teams are still tied, the higher standing will be determined by a coin toss.

### Three Or More Teams Tied

1. If three or more teams are tied in points, the higher standing will be determined based on the ratio of goals for to goals against, (goals for divided by goals against), calculated to three (3) decimal places. In calculating this ratio, only the records of the tied teams in games against each other shall be considered. The team with the higher ratio will be awarded the higher standing. **The second highest ratio gets second place, etc.**
2. If the teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). In calculating this differential, only the records of the tied teams in games against each other



# TOURNAMENT RULES

Revised January 4, 2024

- § considered. The higher standing will be awarded to the team with the higher differential. **The second highest differential would get the next highest standing, etc.**
3. If the teams are still tied, the higher standing will be awarded to the team scoring the most goals in the round robin portion of the Tournament. In calculating this total, only the records of the tied teams in games against each other shall be considered. **The second highest goals for would get the next highest standing, etc.** 4. If the teams are still tied, repeat steps a. through c. including the games against all teams in the division.

## Tie-Breaking Format For Crossover, Semi-Final & Championship Games

1. If a Crossover, Semi-Final or Championship Game is tied at the end of regulation time, the following tie breaking format will be used (goaltenders to remain in same end as third period for the duration of the overtime periods):
  - a. 5 minute stopped time, 4 vs 4, sudden death.
  - b. 5 minute stopped time, 3 vs 3, sudden death.
  - c. If a penalty is assessed during the 2 vs 2 portion of the overtime, a player is added from the non penalized team until the penalty expires and the next stoppage of play occurs. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
  - D. . At no time will any team play with less than two skaters during the overtime. If a team is assessed a penalty that would leave the team with less than two skaters, the penalized skater would serve his penalty, and the opposing team will add a skater, up to a maximum of five skaters. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
2. If no winner has been determined after the two periods of overtime, a shootout will take place, using one goalie and two (2) shooters from each team. Each of the shooters will take alternate shots on the opposing goalie until each of the four (4) shooters has had their turn. The team that scores the most goals will be declared the winner. If a player is serving a penalty that has not yet expired by the end of overtime, this player will not be allowed to be one of the first 3 shooters.
  - a. If still tied, one skater from each team will take a shot. This continues until one skater scores and the other does not. Penalized players are now eligible to shoot.
  - b. No player may take a second shot until all skaters on a team have taken a shot. Order of shooters may be changed for the second round.

## DETERMINING BYES AND HOME TEAMS FOR PLAYOFFS

1. The following procedure will be used in determining the Bye position for a playoff game, in determining home team for Semi-finals of 10 team divisions and larger divisions, and in determining the home team for Championship games.
  - a. The team who has accumulated the most points.
  - b. The team with the best goals for/goals against ratio for all games played including playoff games.
  - c. The team with the highest differential for all games played including playoff games.
  - d. The team with the most goals for in all games played including playoff games.
  - e. The team with the least amount of penalty minutes in all games played including playoff games.
  - f. Coin toss.